

# **BATTLE OF THE GOALIES – RULES OF ENGAGEMENT**

## **1. THE FIELD OF PLAY**

A Battle of the Goalies field is approximately:

- U9 – U12: 24 yards long
- U13 – U18: 36 yards long

The Battle of the Goalies field is divided into two halves by a halfway line.

## **2. THE BALL:**

Each goalie needs to provide 5 balls. Size 5 balls should be used for all U13 and older Battle of the Goalies battles. Size 4 balls should be used for all U12 and younger players.

## **3. THE NUMBER OF PLAYERS:**

A Battle of the Goalies is played by two goalies. Each goalie should have a coach and between three and six Ball Handlers to retrieve balls. Coaches & teammates will supply balls to their keepers.

## **4. THE DURATION:**

A Battle of the Goalies lasts two equal periods of one minute each with a one-minute half-time interval. The referee, at his/her discretion, may allow additional time due to assessment of injured players or other causes.

## **5. THE START OF PLAY:**

The winner of the coin toss gets the ball first. In the second half, the goalies change ends and other goalie gets to have the ball first. Each half is started with the goalie holding the ball and standing on the goal line in their goal.

## **6. METHOD OF SCORING:**

A goalie may attack in any of the following ways: by throwing, punting, rolling, kicking, drop kicking or heading the ball. A player may only attack once during their possession. A player must release the ball within 6 seconds of taking possession. A goal is scored when the whole of the ball goes in the goal and passes over the goal line, provided that no infringement of the Rules of Engagement has been committed. The player scoring the greater number of goals during the Battle of the Goalies is the winner. **If time expires and the score is tied, (e.g. 1 to 1), play continues and the next goal wins.**

## **7. BALL IN AND OUT OF PLAY:**

The ball is out of play when it has completely crossed the goal line or touchline, rebounds to the opponent's half or when play has been stopped by the referee. The opposing goalkeeper initiates the next attack, either with a ball that has remained on their half or one given to them by their coach.

## **8. INFRACTIONS:**

- A player may not cross the halfway line and enter his/her opponent's half.
- A player may not delay the game by failing to attack within 6 seconds of possessing the ball.
- All infractions result in an immediate change of possession.

## **9. PROTESTS:**

There will be no protests allowed – **THE REFEREE'S WORD IS FINAL.**